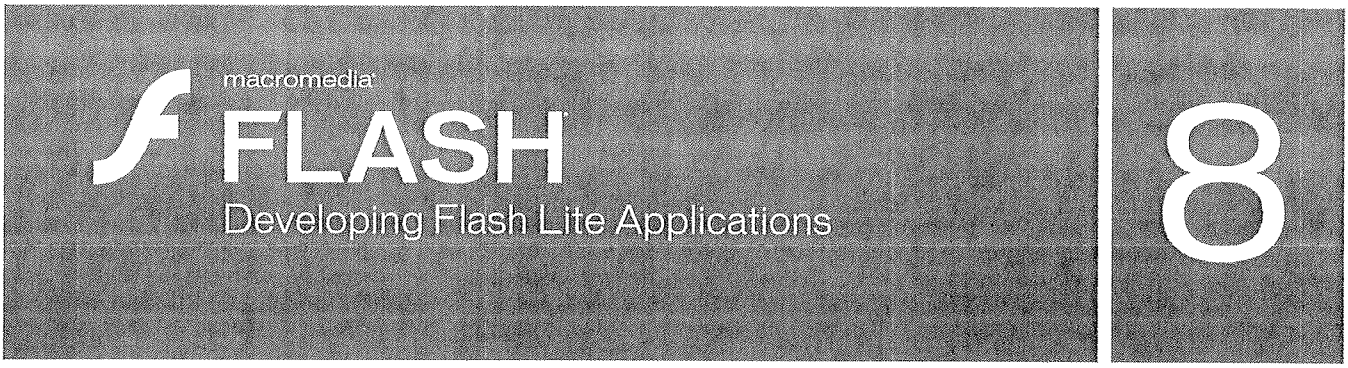
Exhibit M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Introduction

This manual describes how to develop applications for mobile devices using Macromedia Flash Lite. You can use various modes of navigation for different devices and how to work with text and fonts. This manual also describes how to manage the runtime memory available to Flash Lite applications running on various models of mobile phones. Using a Flash Lite emulator that is included with Macromedia Flash Professional 8, you can test and debug your application in the authoring tool before you test it on an actual device.

What's new in Flash Lite authoring

Flash Professional 8 includes the following new features to help developers create Flash Lite applications:

Flash Lite emulator The Flash Lite emulator lets you preview your content as it will function on an actual device. The emulator can configure itself to mimic the features available on any supported device. The emulator also provides debugging information that alerts you to potential problems and incompatibilities on the target device.

Device Settings dialog box You use the Device Settings dialog box to select your test devices and Flash Lite content type. When you test your content in the Flash Lite emulator, you can choose the test device you want the emulator to mimic.

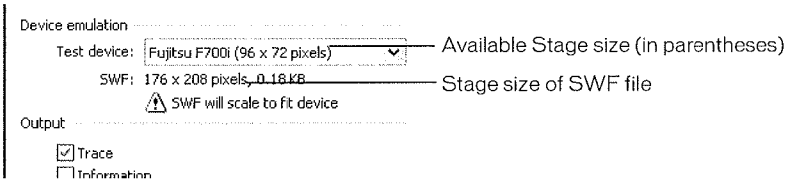
Device document templates Flash Professional 8 includes document templates to let you quickly start creating content for specific devices and content types.

About screen size and available Stage size (Flash Professional Only)

Each combination of target device and Flash Lite content type determines, among other things, the available screen area that a Flash Lite application can occupy. The available Stage area may be equal to, or less than, the device's full screen size.

For example, the Stage area that is available to a SWF file running in full-screen mode in the stand-alone player on a Nokia Series 60 device is equal to the device's full screen size (176 x 208 pixels). On other devices (such as those available in Japan), the Stage area that is available to a SWF file running in one of the specialized content types (such as Address Book or Screensaver) may be less than the device's total screen size. For example, the Fujitsu 700i has a screen size of 240 x 320; however, a SWF file running in the device's Address Book application has 96 x 72 pixels of available Stage area.

If a SWF file's Stage size is different than the available Stage size, the Flash Lite player scales the content (proportionately) to fit within the available Stage area. When you test your content in the Flash Lite emulator, the emulator also warns if your application's Stage size is different from the available Stage area, as the following image shows:



To avoid any undesirable scaling issues, Macromedia recommends that your Flash document's Stage dimensions match the available Stage area for the selected test device and content type.fs

Testing features not supported in the Flash Lite test window (Flash Professional Only)

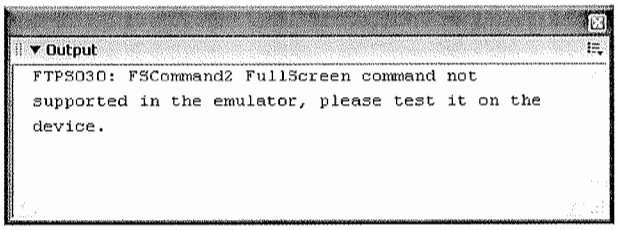
The Flash Lite test window does not support all the features available in the standard (desktop) test window. The following is a list of testing features that are not available when testing your Flash Lite content in the emulator:

- The List Variables (Debug > List Variables) and List Objects (Debug > List Objects) features
- The Bandwidth Profiler, and Streaming and Frame by Frame graphing features
- The View > Simulate Download menu command

- The ActionScript Debugger
- The View > Show Redraw Regions menu command
- The Controller toolbar (Window > Toolbarsf > Controller)

Flash Lite features not supported by the emulator (Flash Professional Only)

The emulator doesn't support all the features that are available to Flash Lite applications running on an actual device. For example, the emulator doesn't support the ability to initiate phone calls or SMS messages. If you attempt to use a command or feature that isn't supported by the emulator, the emulator generates a message in the Output panel, as the following image shows:



The Flash Lite emulator does not support the following `fscommand()` and `fscommand2()` commands:

- `FullScreen`
- `GetFreePlayerMemory`
- `GetTotalPlayerMemory`
- `Launch`
- `Quit`
- `StartVibrate`
- `GetNetworkConnectStatus`
- `GetNetworkRequestStatus`
- `GetNetworkStatus`

Error code	Message	Description
FTPS105	This SWF is not in Flash Lite format.	Your application attempted to load a SWF file whose version was not in the Flash Lite format; Flash Lite can load other Flash Lite SWF files or Flash 4-formatted SWF files, only.
FTPS106	Mouse Event (*event-name*) was ignored because it was not triggered by Keypress.	The emulator detected a mouse event over a button in your Flash Lite application. The current test device does not support a stylus or touch-screen interface, so you can only interact with buttons on the screen using the emulator's keypad or equivalent keyboard shortcuts.
FTPS107	The key will not be processed: *device-key*. Use FSCommand2 SetSoftKeys to enable this key	You pressed one of the soft keys on the emulator's keypad without first calling the `SetSoftKeys` command. For more information, see "Using the soft keys (Flash Professional Only)" on page 26.
FTPS108	Invalid FSCommand (*command-name*) found.	The specified `FSCommand()` command is not a valid command string.
FTPS109	FSCommand (*command-name*) not supported in the emulator, please test it on the device.	The emulator does not support the specified `FSCommand()` command. You must test this SWF file on a device with Flash Lite installed to see if the specified command functions as expected.
FTPS110	Soft keys are not supported in the FlashLite 1.0 player.	The emulator detected that you pressed one of its soft keys but your document's SWF file's version publish setting is set to Flash Lite 1.0. Flash Lite 1.0 does not support soft keys.

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